



LMYA's Baseball Majors Rules

Golden Rule(s)

1. It is all about the KIDS.
2. If a situation arises which is not addressed clearly by the following rules, Head Coaches will discuss the situation and agree upon a remedy. In the case that a remedy cannot be agreed upon, the following will be the steps applied:
 - a. Disputed play will be considered to have not taken place
 - b. Game will be reset to the situation prior to the play
 - c. Coaches will agree upon how to address the situation if it comes up again
 - d. Game will be restarted

General

1. An official game is 6 innings or no new inning starting after 1 ½ hours from the start of the game.
2. If after 1 ½ hours, the game is not completed, it will be extended until the home team finishes their at bat or the visiting team fails to take the lead or tie the game in their half of the inning.
3. Umpires - umpires will be provided.
4. Scoring - An offensive inning shall continue until 3 outs are made or until the team earns **4 runs in innings 1-5**. In the 6th inning, play will continue until 3 outs are made.

Equipment

1. Big barrel bats are allowed during practices and games. Bats must have a Bat Performance Factor (BPF) of 1.15 stamped on the bat.
2. Catchers must wear catcher's equipment at all times.
3. Metal cleats or spikes are NOT permitted.
4. The batter, players in the on-deck batting area, base runners and players coaching in the baseline coaching boxes shall be required to wear protective headgear

Field

1. Base length is 60
2. Pitching distance shall be 44 feet from home plate.
3. Field Prep - home team will chalk the first and third base foul lines and drag the field.

Rosters



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1. Teams with rosters of 9 or more players must have each player sit out at least one defensive inning per game. A manager who has made timely substitutions in a game, which is shortened for any reason, is not in violation of this rule.
2. Unlimited substitution is allowed.
3. No player can sit out 2 innings in a row.
4. Not enough players - opposing team shall provide substitute players for assistance with fielding. Substitutes are to fill outfield positions first. Substitutes will bat for their original team only and when their turn at the plate is up, they shall bat with a different player taking their fielding position.

Pitching

1. All players are eligible to pitch.
2. A single player will not be allowed to pitch more than two complete innings (6 outs) in a weekend regardless of the number of games that player plays.
3. Players will pitch until the batter strikes out, puts the ball in play or ball four is recorded. After the 4th ball, the coach (or representative) of the team at bat will deliver a maximum of 3 pitches to the batter. The batter inherits the strikes in their count. If after the 3rd pitch the batter has not hit the ball, he will be called out regardless of number of strikes. Exception: If the batter fouls the 4th pitch, he will receive additional pitches until he lets it go or swings and misses.
4. There are no "walks" or hit batsmen.

Batting

1. All players present need to be in batting order.
2. Bat through entire team (until 3 outs have been made) not just defensive players playing at time.
3. The catcher does not have to catch the third strike for the batter to be out.
4. Bunting and swinging bunts are not allowed. If a batter takes a full, hard swing and the ball rolls slowly into fair territory, it is considered 'live'.
5. Any ball hitting coach/umpire will be considered dead and batter will be awarded first base with all base runners advancing a single base.
6. No infield fly rule.
7. Visiting team bats first, home team fields first.

Base Running

1. No leads - no stealing or leading off bases. Batter must hit the ball before runners can leave bases. If player is off base when pitch is thrown/hit, ball is considered dead,



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players return to base(s) and pitch is to be re-thrown (does not count against pitch count).

2. Play is stopped when an infielder stops the forward advancement of the lead base runner (i.e. forcing him back to the base or making a play on him). The ball is 'dead' and a runner may not advance even if the pitcher misplays the throw from the fielder.
3. A runner is only required to slide at the plate if there is a play there. If a play is being made at home plate, the runner must slide or attempt to avoid collision with the fielder or the player is out. The umpire will determine whether or not a play is being made and will determine if a runner is safe or out. If the umpire determines a runner intentionally collides with a fielder while not attempting to slide, the player is out and ejected from the game.
4. Head first slides are not allowed unless returning to a base.
5. A fielder must be behind or beside home plate and not in front of it or a runner is automatically safe and scores.
6. If a player misses a base, he shall attempt to return and touch that base before advancing. If no attempt is made to return, or the fielding team touches the missed base while holding the ball before the runner returns safely, the runner shall be out.

Fielding

1. Player pitchers will stand to the side of the coach (not in front or behind) when the coach is pitching.
2. Only infielders are allowed to record outs at the bases (ie. no outfielders covering bases for throws).
3. Infield 'in' - infielders must remain a minimum of 50 ft from the batter (pitcher - 44ft) to ensure safety. There are no bunts allowed so there is no need to be closer. If players move closer than 50 ft while pitch is in the air, the play will be called dead and replayed with players moved back.

Tie Breaks

1. In case of a tie after 1.5 hours - the game will be called as a tie unless it is a playoff game. Then the tie breaker playoff format will be used.